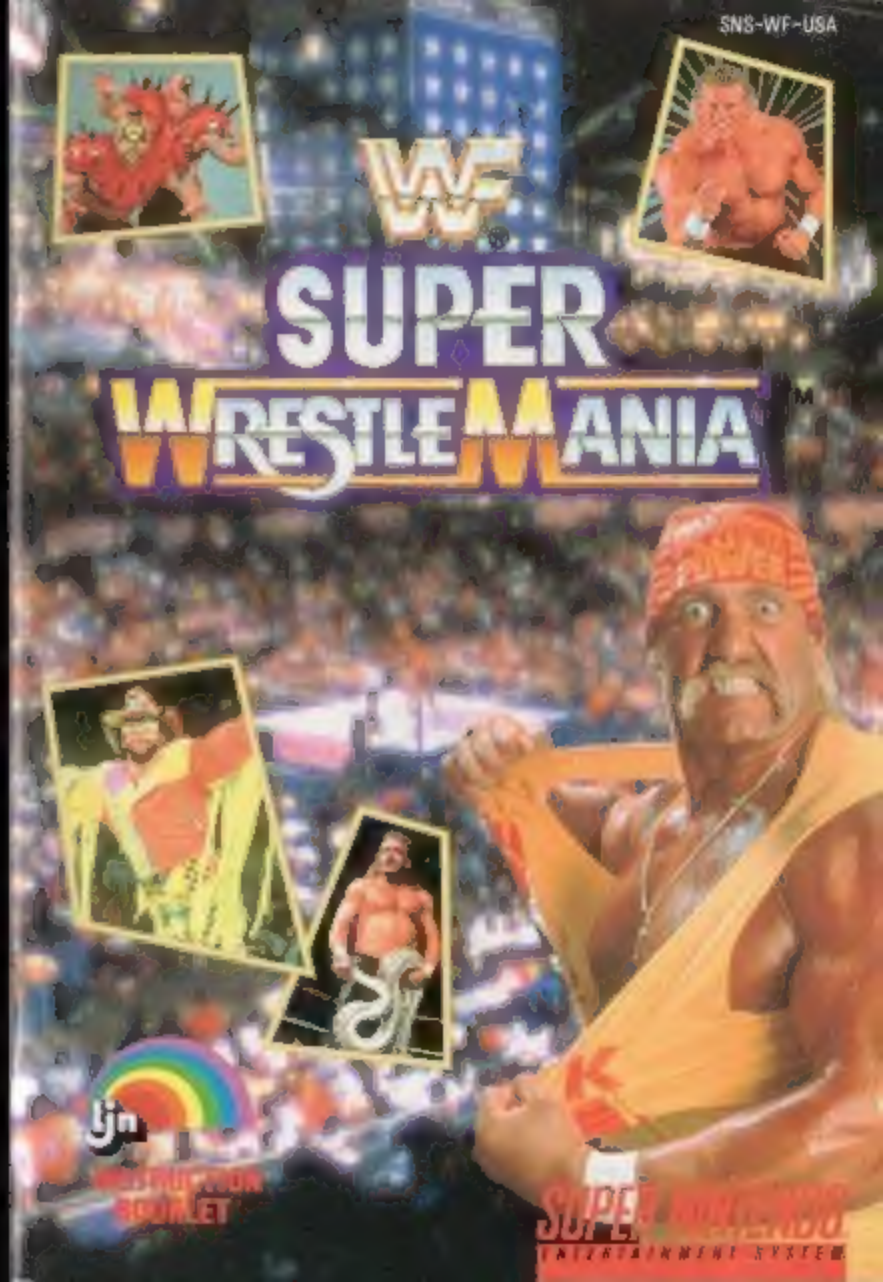
SNS-WF-USA
WF
SUPER
WRESTLEMANIA
TM

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GET IN THE THICK OF THE ACTION

Have you ever dreamed of what it must be like to be Hulk Hogan, drawing your inspiration from the cheers of tens of thousands of fans as you struggle against the brawny might of the massive Undertaker?

Did you ever wonder how it might feel to be a member of the Legion of Doom, leveling an opponent like Earthquake or Typhoon of the Natural Disasters, with a thundering clothesline or a precision dropkick?

Have you ever imagined possessing the awesome power of Sid Justice or Randy "Macho Man" Savage, the cold and calculating mind of Jake "the Snake" Roberts or the "Million Dollar Man" Ted DiBiase?

Now, with **WWF Super WrestleMania**, you don't have to dream, wonder or imagine any longer. All of the power and abilities of 10 of the greatest wrestlers ever to set foot in the WWF squared circle are in the palm of your hand. You can be whoever you want to be and test your grappling skills against the best athletes in the world today!

As "Macho Man" Randy Savage, you can hurl your opponent from the ring to the floor of the arena, climb to the top turnbuckle and deliver a punishing flying leg-drop. As the immortal "Hulkster," you can be in control

of Hulkamania...the greatest force in all of wrestling. You can wrestle in one-on-one competition against the computer or a friend. You can control two wrestlers in a tag team competition. Or you can face the ultimate challenge of a four-on-four Survivor Series!

No matter which way you decide to play, you will experience all of the sights, sounds and sensations of the ring wars like you never have before. Get ready to enter a new dimension in mat action. Get ready for **WWF Super WrestleMania.**

BEFORE THE OPENING BELL

LOADING

1) Make sure the Power Switch is OFF.

2) Insert your **WWF Super WrestleMania** Game Pak as described in your Super Nintendo Entertainment System manual.

3) Turn the Power Switch ON. When you see the **WWF Super WrestleMania** title screen, press the START BUTTON on your controller.

WWF Super WrestleMania gives you over a dozen different ways to play: One or two players can compete in one of three match formats at any one of three levels of difficulty.

After loading your game cartridge and pressing the START BUTTON, you will see the first of three selection screens. Use the UP and DOWN CONTROL PAD ARROWS to make your choice on each screen.

FIRST SELECTION SCREEN - choose between one and two player mode.

SECOND SELECTION SCREEN - choose one of three match types:

a) One-on-One
b) Tag Team (Two-on-Two)
c) Survivor Series (Four-on-Four)

THIRD SELECTION SCREEN - choose one of three levels of difficulty (only in One Player Mode):

a) Easy
b) Medium
c) Hard

Once you have completed all three selection screens, it is time to decide which wrestler (or wrestlers) you want to be.

CHOOSING YOUR WRESTLERS

The computer will now ask you to choose your wrestler or wrestlers (or, in the case of a Survivor Series bout, a captain). Use the CONTROL PAD ARROWS to scroll through the 10 different wrestlers. When you are ready to select a wrestler, press the X, Y, A or B BUTTON.

The number of wrestlers you must select will be determined by the type of game you are playing:

ONE PLAYER MODE - you select your wrestler, the computer will select your opponent.

TAG TEAM MATCH - you select your two wrestlers, the computer will select your opponents.

SURVIVOR SERIES - you select your four wrestlers, the computer will select your opponents.

THE MATCH

The following screen shot shows you the standard Ring Screen. The callouts tell you what to look for. Use the CONTROL PAD ARROWS to move your wrestler around the ring and combine this with some of the other controls to have your wrestler perform up to his true WWF Superstar potential.

MOVES AND MANEUVERS

WHEN BOTH WRESTLERS ARE STANDING:

B BUTTON
punch

A BUTTON
kick

X BUTTON
lock up with your opponent

Y BUTTON
run

Y BUTTON *followed by* **A BUTTON**
run, flying dropkick

WHEN YOU ARE LOCKED UP:

(and you have the advantage ...your man is leaning forward)

NOTE: To gain the advantage, continuously press the button of the move you want to perform.

B BUTTON
bodyslam

A BUTTON
headbutt

X BUTTON
suplex

Y BUTTON
push your opponent into the ropes

NOTE: If you have your opponent locked up near the ropes and you gain the advantage, press the Y BUTTON and you will throw him out of the ring. See THE ACTION SPILLS OUT OF THE RING, page 7.

PRESSING YOUR ADVANTAGE ...TRYING FOR THE PIN

WHEN YOUR OPPONENT IS DOWN:

B BUTTON
elbowdrop

A BUTTON
stomp

X BUTTON
trying for the pin (position your wrestler near your opponent's midsection while pressing the X BUTTON.)

Y BUTTON *followed by* **B BUTTON**
flying elbowdrop (press the Y BUTTON to run across the ring, then, as you return to where your opponent is laying on the mat, press the B BUTTON. This move can also be performed off the ropes.)

X BUTTON
Pull your opponent to his feet (position your wrestler near your opponent's head while pressing the X BUTTON.)

NOTE: Once you have your opponent pinned, repeatedly press ANY BUTTON on your controller to hold him to the mat.

THE ACTION SPILLS OUT OF THE RING

WHEN ONE WRESTLER HAS BEEN THROWN OUT OF THE RING:

LEFT or RIGHT CONTROL PAD ARROW followed by **Y BUTTON**
walk to the ropes, exit the ring

LEFT or RIGHT CONTROL PAD ARROWS
walk to the ropes, enter the ring automatically

NOTE: You may only leave and enter the ring from the sides, not the front.

WRESTLING DEFENSIVELY

WHEN YOUR OPPONENT IS RUNNING TOWARDS YOU:

B BUTTON
hiptoss

A BUTTON
flying dropkick

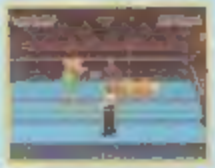
X BUTTON
clothesline

Y BUTTON
run

NOTE: If you hiptoss your opponent near the ropes, you will throw him out of the ring. See THE ACTION SPILLS OUT OF THE RING, pg. 7.

WHEN YOUR WRESTLER IS DOWN ON THE MAT:

UP or DOWN CONTROL PAD ARROW
roll



ANY OTHER BUTTON
stand up

WHEN YOUR WRESTLER IS BEING PINNED:

Press ANY BUTTON repeatedly
kick out (if you have enough energy)

NOTE: In a Tag Team or Survivor Series match, your teammate may come into the ring to help you out. If this happens, you control your teammate, not the wrestler being pinned.

TAKING THE MATCH TO THE AIR

WHEN YOUR OPPONENT IS DOWN ON THE MAT:

UP, LEFT or RIGHT CONTROL PAD ARROWS
walk to the top half of the ring and into a corner, climb to the top turnbuckle automatically

WHEN YOUR WRESTLER IS ON THE TOP TURNBUCKLE:

DOWN CONTROL PAD ARROW
climb down

ANY OTHER BUTTON
flying elbowdrop (even if your opponent is outside the ring)

NOTE: You may only climb the cornerposts at the top of the ring, not the bottom.

MAKING THE TAG

WHEN YOUR WRESTLER IS IN YOUR CORNER:

A BUTTON
or
B BUTTON
tag

NOTE: In a Survivor Series match, use the SELECT BUTTON to pick the wrestler you will tag next.

QUICK REFERENCE CHART

	B	A	X	Y
BOTH WRESTLERS STANDING	*punch*	*kick*	*lock up with your opponent*	*run*
				Y followed by A: run, flying dropkick
WHEN YOU ARE LOCKED UP	*bodyslam*	*headbutt*	*suplex*	*push your opponent into the ropes*
YOUR OPPONENT IS DOWN	*elbowdrop*	*stomp*	*trying for the pin*	*Y followed by B: flying elbowdrop*
			Pull your opponent to his feet	
YOUR OPPONENT IS RUNNING TOWARDS YOU	*hiptoss*	*flying dropkick*	*clothesline*	*run*
YOUR WRESTLER IS IN YOUR CORNER	*tag*	*tag*		

	UP or DOWN	Any Other BUTTON	Press Any BUTTON Repeatedly
YOUR WRESTLER IS DOWN ON THE MAT	*roll*	*stand up*	
YOUR WRESTLER IS BEING PINNED			*kick out*

	Leaving the Ring- LEFT or RIGHT CONTROL PAD ARROW followed by Y BUTTON	Entering the Ring- LEFT or RIGHT CONTROL PAD ARROWS
WHEN ONE WRESTLER HAS BEEN THROWN OUT OF THE RING	*walk to the ropes, exit the ring*	*walk to the ropes, enter the ring automatically*

	UP, LEFT or RIGHT CONTROL PAD ARROWS
YOUR OPPONENT IS DOWN ON THE MAT	*walk to the top half of the ring and into a corner, climb to the top turnbuckle automatically*

	DOWN CONTROL PAD ARROW	Any Other BUTTON
YOUR WRESTLER IS ON THE TOP TURNBUCKLE	*climb down*	*flying elbowdrop*

STRATEGIES FOR THE SQUARED CIRCLE

1) Keep an eye on the Energy Meters. If your level is too low, wrestle defensively. When your opponent's level is low, move in for the pin.

2) Keep your opponent off-guard by stringing your moves and maneuvers together. Follow up a suplex with a stomp or two or slam your opponent and then pull him back up on his feet and slam him again. Don't give him time to mount any kind of offense.

3) Before launching an aerial attack, remember two things: Your opponent must be lying on the mat and he must be within range of your jump. Land short and you could be in big trouble.

4) In Tag Team and Survivor Series matches, always keep a fresh man in the ring.

THE CROWD AWAITS

A standing-room-only crowd in the arena and millions of fans watching at home on television await the opening bell. The spotlight shines on the center of the ring where, in just a few moments, you and your opponent will be engaged in the most grueling competition in the sporting world. You are one of 10 awesome grapplers, the cream of the crop of the World Wrestling Federation. You will be wrestling not only to achieve victory, but to maintain personal pride. You know you have the skills to overcome your opponent and you have the determination to do whatever is necessary to get the job done.

There's the bell! The crowd is roaring! Your adrenalin is pumping! Match time is here! Charge into that ring and prove to the world what you already know in your heart...that you ARE the very best in the WWF!

SUPER STAR PROFILES

6'8", 303 lbs.

HOGAN

Few sights in wrestling are as impressive as when the "Hulkster" makes his way into the ring. The most popular wrestler in wrestling history, Hogan has held the WWF Championship title four times. His legions of fans... "Hulkamaniacs"... have spurred him on to unprecedented success not only in the ring, but also on the silver screen, where he has starred in such hits as NO HOLDS BARRED, ROCKY III and SUBURBAN COMMANDO.

6'6", 294 lbs.

UNDERTAKER

Managed by the macabre and bizarre Paul Bearer, The Undertaker has a strange fascination (some would call it an obsession) with death. He has actually been known to ambush opponents and lock them into coffins or place them in body bags. Despite such shocking activities and his distasteful penchant for graveyards and funeral parlors, The Undertaker remains a forceful, formidable and determined opponent in the ring.

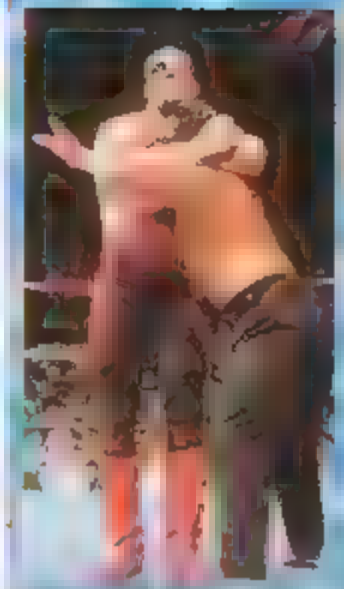
6'6", 279 lbs.

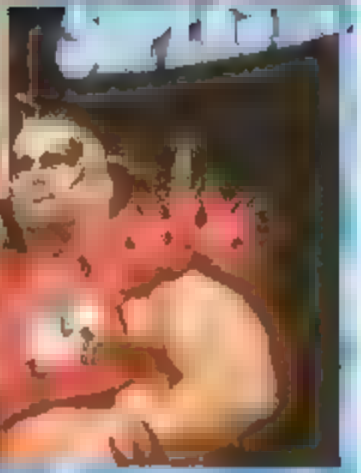
When Sid claims before a match that "justice will be served," you should thank your lucky stars that you are not the man standing across the ring from him! Justice boasts a remarkably chiseled physique, the result of a daily workout regimen that has catapulted him into the top ranks of the most powerful men in the WWF. His awesome musculature enables him to launch a power attack that is as impressive as his body.

6'3", 260 lbs.

The Million Dollar Man is unquestionably the wealthiest competitor in the WWF, and he frequently uses that wealth to further his own career (to the point, some say, of bribing referees and officials). This is just in keeping with his favorite saying, "Everybody has a price." DiBiase finds that price and pays it. He is a peerless ring tactician who often takes shortcuts to victory. Obnoxious and arrogant, he has been featured on LIFESTYLES of the RICH and FAMOUS.

Like his Legion of Doom partner Hawk, Animal grew up on the mean streets of Chicago. His incredible upper body strength enables him [illegible] power based attack [illegible] opponent [illegible] Despite [illegible] Animal's greatest strength may be his [illegible] Once he begins [illegible] attack [illegible] his opponent [illegible] opponent has been pummeled into submission.





One-half of the Legion of Doom (with Animal), Hawk is a powerful brawler who favors [illegible] clothesline, a maneuver that has the power to break a man's neck as his body is sent spinning wildly [illegible] canvas. Uncontrolled [illegible] Hawk's [illegible] style is all [illegible] all of his moves with [illegible] "extra." As he bears an opponent [illegible] out in pain, Hawk is likely to respond [illegible] "Dooo! What a rush!" Few would doubt that this big man is enjoying himself.

6'2", 468 lbs.

EARTHQUAKE

One of the Natural Disasters (teamed with Typhoon), Earthquake is a mountain of a man, whose very physical presence is enough to intimidate many opponents. His "Earthquake Splash," in which he brings the full brunt of his 468 pounds to bare on his opponent's chest, is an awesomely destructive move. It once sidelined none other than Hulk Hogan for six months! Wrestling Earthquake is like wrestling two men at a time.

6'1", 358 lbs.

TYPHOON

This big man, who comprises one half of the Natural Disasters, takes his name very seriously. Every time he steps through the ropes, it is indeed a disaster...for his opponent! Typhoon is as relentless in his attack as the storm for which he is named...and often causes as much damage. "There are no emergency precautions to protect you from Typhoon," he says. Wise men heed that warning.

6'3", 247 lbs.

"The Snake" is aptly named. Quiet and mysterious, Roberts slithers his way through the WWF ranks like the venomous cobra he drapes over his fallen opponents. One never knows when he will strike, but when he does, he does so with poisonous precision. He boasts a remarkable ability to absorb punishment and to inflict it as well. His favorite move, the DDT, is one of the most punishing in the WWF. Attack the Snake and you will find you have not done much more than make him angry and determined to sink his fangs into you.

6'5", 302 lbs.

RAZOR

The Macho Man may be one of the most colorful individuals in the WWF, but he is also one of the most dangerous. Often accompanied by his lovely manager and wife, Elizabeth, Savage boasts a ring style that is a straightahead blend of science, street brawling and aerial tactics. His daring leaps from the top turnbuckle have impressed millions of fans—and led to the defeat of hundreds of frustrated opponents.

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-Reorient the receiving antenna
-Relocate the Super NES with respect to the receiver
-Move the Super NES away from the receiver.
-Plug the Super NES into a different outlet so that the computer and receiver are on different circuits.

If necessary, the user should consult an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: How to Identify and Resolve Radio-TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington, DC 20402. Stock No. 004-000-00345-4.

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Printed in Japan